Listing of Claims:

Claims 1-16 (Canceled)

17.   (New)   A method for use in a multi-player game system having a first game apparatus operated by a first player, a second separately housed game apparatus operated by a second player, and a separately housed portable game system containing a discrete display device, the method comprising the steps of:

(a)   generating in said first and second game apparatus and in said portable game system renderable non-sprite polygon data that represent shapes of 3-dimensional player-controlled characters moving in simulated 3-dimensional game worlds;

(b)   rendering said polygon data to generate pixels representing said characters from variable player-controlled viewpoints for display on corresponding display devices;

(c)   generating first digital data in said first game apparatus to specify movements and locations of at least one of said characters in at least one of said game worlds;

(d)   transferring said first digital data from said first game apparatus through a first data transmission link to said second game apparatus; and

(e)   transferring second digital data from said second game apparatus through a second data transmission link to cause said portable game system to generate rendered pixels that represent at least a portion of one of said characters moving in accordance with said first digital data for display on said discrete display device in said portable game system.

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18. The method of claim 17, wherein said first data transmission link comprises transmission through the Internet.

19. The method of claim 17, wherein said first data transmission link comprises transmission through a personal computer.

20. The method of claim 17, wherein said first data transmission link comprises transmission through an Internet server.

21. The method of claim 17, wherein said first data transmission link comprises transmission through an Internet server that also provides instant messaging for communication of messages between registered players.

22. The method of claim 17, wherein at least one said data transmission link comprises wireless transmission.

23. The method of claim 17, wherein said discrete display device is an LCD device.

24. The method of claim 17, further comprising the step of generating control data in a touch-sensitive panel on said portable game system to control movements of at least one of said characters.

25. The method of claim 17, further comprising the step of generating control data in a touch-sensitive panel on said portable game system to control at least one of said variable viewpoints.

26. The method of claim 17, further comprising the step of transmitting game data from said first game apparatus to said portable game system to specify a 3-dimensional viewpoint location in one of said simulated game worlds.

27. The method of claim 17, further comprising the step of generating pixels for display on dual LCD screens.

28. The method of claim 17, further comprising the step of downloading at least one program from one of said game apparatus for execution in said portable game system.

29. A digital data storage medium for storing a program of digital instructions that when executed perform at least one of said steps in claim 17.

30. (New) A method for use in a multi-player game system having a first game apparatus operated by a first player, a second separately housed game apparatus operated by a second player, and a separately housed portable game system containing a discrete display device, the method comprising the steps of:

(a) rendering in said first game apparatus and in said second game apparatus and in said portable game system the data that represent shapes of 3-dimensional player-controlled characters moving in simulated 3-dimensional game worlds to generate pixels for display on corresponding display devices;

(b) generating first digital data in said first game apparatus to specify movements and locations of at least one of said characters in at least one of said game worlds;

(c) transferring said first digital data from said first game apparatus through a first data transmission link to said second game apparatus; and

(d) transferring second digital data from said second game apparatus through a second data transmission link to cause said portable game system to generate rendered pixels that represent at least a portion of one of said characters moving in accordance with said first digital data for display on said discrete display device in said portable game system.

31. The method of claim 30, wherein said first data transmission link comprises transmission through the Internet.

32. The method of claim 30, wherein said first data transmission link comprises transmission through a personal computer.

33. The method of claim 30, wherein said first data transmission
    link comprises data transmission through an Internet server.

34. The method of claim 30, wherein said first data transmission
    link comprises transmission through an Internet server
    that also provides instant messaging for communication of
    messages between registered players.

35. The method of claim 30, further comprising the step of
    generating control data in a touch-sensitive panel on said
    portable game system to control movements of at least one
    of said characters.

36. A digital data storage medium for storing a program of
    digital instructions that when executed perform at least
    one of said steps in claim 30.